

Amendments to Specification

Please replace paragraph beginning on page 1, line 21 with the following rewritten paragraph:

--In some object-oriented programming environments, such as the Component Object Model (COM), an object can have a context, such that there may be a number of contexts for a given computer program, with a number of objects within each context. A context generally specifies one or more common conditions for the objects within the context, one or more common aspects of the objects within the context, or one or more other ~~commonalities~~ commonalities of the objects within the context. Thus, by knowing a given object's context, facts regarding the object are known a priori, or a run-time. More formally, the context of an arbitrary set of objects specifies arbitrary invariants, including side effects when such objects are called from outside the context, on the arbitrary set of objects. These objects may be within the same or different process space. That is, where a computer program is defined as a process, it may have one or more threads of execution, where a thread of execution as used herein means the finest unit of execution that can be executed by a processor of a computer running the computer program. Thus, a process space refers to a given process, and the threads within that process.--

Please replace the paragraph beginning on page 10, line 2 with the following rewritten paragraph:

--In this section of the detailed description, an object-oriented programming environment providing for contexts, according to varying embodiments of the invention, is presented. The presentation is made in conjunction with Fig. 2, which is a diagram of a representative such

environment. The environment of Fig. 2 includes a first context 200, a second context 202, and objects 204, 206, 208, 210 and 212. Objects 204, 206 and 208 exist within the first context 200, while objects 210 and 212 exist within the second context 202. The contexts 200 and 202 are examples of contexts. A context generally specifies one or more common conditions for the objects within the context, one or more common aspects of the objects within the context, or one or more other commonalities commonalities of the objects within the context. More formally, the context of an arbitrary set of objects specifies arbitrary invariants, including side effects when such objects are called from outside the context, on the arbitrary set of objects. The object 214 is an agile object. An agile object has no priori context, and instead takes on the context of their calling object. An agile object executes in the context of its calling object; the context of the calling object becomes the context of the agile object for the current thread of execution.--

Please replace the paragraph beginning on page 13, line 19, with the following rewritten paragraph:

--Referring to Fig. 3, an object-oriented environment is shown where a reference to an object is wrapped in a proxy wrapper to allow for cross-contextual object communication, according to an embodiment of the invention. There are three contexts, a first context 300, a second context 302, and a third context 304. Each context has an object existing therein, a first object 306 within the first context 300, a second object 308 within the second context 302, and a third object 310 within the third context 304. Consistent with the preceding section of the detailed description, none of the objects can normally communicate with one another, since they exist in different contexts and are not agile objects.--